COSMI

AZTEC CHALLENGE

by
Robert T. Bonifacio

TRI-COMPATIBLE

An exciting, daring and skillful game designed for: Atari®
400/800/1200XL™ in 16K RAM. Commodore® VIC™ 20
in 13K RAM. T.I.® 99/4 & 99/4A™ in Extended Basic.

GAMES WORTH PLAYING

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INSTRUCTIONS

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OVERVIEW

Suddenly you find yourself in Tenochtitlan, the capital of the ancient Aztec empire in the year 1500 A.D. Montezuma, the king of the Aztecs and emperor of the Nahua nations presides over a powerful trade system with many roads stretching to different provinces. Although, protected by large standing armies, these roads of commerce are constantly harassed by renegade tribes who attempted to disrupt traffic and communication by creating deadly hazards and obstacles for the travelers. To survive, the Aztec warriors have developed amazing abilities in running, jumping and leaping to avoid the traps of their enemies. As the Empire flourishes and grows more powerful these skills are considered to be godlike. But, over the Aztecs broods a shadow of one of the most barbarous and horrible religions the world has ever known. Each year the Aztec priests sacrifice to their numerous gods many luckless human victims. Once you are chosen to be sacrificed you have only one chance of escape; you must compete in, and complete, an endurance and obstacle course of skill and daring to prove your worth.

Now, **you** have been chosen, and now you must discover and successfully conquer the "AZTEC CHALLENGE"!

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ATARI® PROGRAM

SYSTEM REQUIREMENTS

1.) The AZTEC CHALLENGE cassette or diskette.

2.) Atari® 400™ or Atari® 800™ or Atari® 1200XL™ computer (16K minimum).

3.) Atari® 410™ cassette recorder or Atari® 810™ disk drive.

4.) Joystick controller for each player.

LOADING THE PROGRAM

Important Note: The Atari® cassette program is located at the beginning of SIDE 1 (the side with the label.) And on SIDE 1 of the diskette (the side with the label.) AZTEC CHALLENGE is a machine language game program which requires at least 16K RAM. It is loaded by the following steps in exact order:

CASSETTE VERSION

1.) Turn off the Atari® 400/800/1200XL™ and remove all ROM program and game cartridges including the BASIC cartridge. Do not remove the operating RAM system.

2.) Connect the cassette recorder to the PERIPHERAL jack on the right hand side of the computer. (Make certain the recorder is as far removed from the TV set or monitor as possible.)

3.) Make sure that the cassette is completely rewound to the beginning of Side 1. (The tape pack should appear on the left side when looking down into the cassette window.) Place the cassette in the recorder and press the PLAY button.

4.) Push the yellow START key on the right of the Atari® and KEEP IT DOWN.

5.) Turn on the computer. It will beep once to let you know it is ready to load the tape. When it beeps, release the START key.

6.) Press the RETURN key on the keyboard. The cassette player will begin to run and the program will load. It will take several minutes to complete loading because of the length of the program.

7.) When the entire program is loaded, the cassette player will stop automatically and you will be ready to begin the game. You should rewind the cassette and put it back in the box. (Do not place the cassette on the computer or TV set as their electrical fields may damage the program recording.)

DISKETTE VERSION

1.) Turn off the Atari* 400/800/1200XL™ and remove all ROM program and game cartridges including the BASIC cartridge. Do not remove the operating RAM system.

2.) Connect the disk drive to the PERIPHERAL jack on the right hand side of the computer. (Make certain the disk drive is as far removed from the TV set or monitor as possible.)

3.) Turn on the disk drive and insert the diskette. Close the disk drive door.

4.) Turn on the computer. The program will automatically load and run in a few seconds.

5.) When the entire program is loaded the disk drive will stop automatically and you will be ready to begin the game. You should turn off the disk drive, remove the diskette and put it back in the box. (Do not place the diskette on the computer or TV set as their electrical fields may damage the program recording.)

NOTE: It is essential with both versions of the AZTEC CHALLENGE that you start with the computer turned "off" and with no program cartridges in the computer.

USING THE JOYSTICK CONTROLLERS

Plug a joystick into jack 1 for 1-PLAY or plug two joysticks into jack 1 and 2 for 2-PLAY. Hold the joystick with the red button in the upper left corner, towards the TV set. To make your player jump, press the red button. The direction the joystick is pushed when you press the button will determine how high the robot will jump.

> When the joystick is pushed forward (towards the TV set) and the red button is pressed, a high jump will result.

> When the joystick is not moved in any direction and the red button is pressed, a medium height jump will result.

> When the joystick is pushed backwards (away from the TV set) and the red button is pressed, a low jump will result.

PLAYING THE AZTEC CHALLENGE FOR THE FIRST TIME

The course is made up of seven phases with increasing levels of difficulty. You may compete on the course alone or against an opponent in which case, should you both complete the course, the judges will spare the life of the contestant with the highest score. The higher and further you jump the more points the judges award. You run the "course" together, at the same time, but the first player to make four mistakes is removed to the sacrificial alter and permanently eliminated while the remaining player contines on, attempting to complete the "AZTEC CHALLENGE."

You begin with:

The Grounds
Various ground levels and cliffs start you off. You may build up extra points here by jumping higher but be careful not to lose your timing and land against a wall.

Columns
Different heights of colums bar your path. Jump as high as you like to score points, but watch your head!

The Grounds and Columns
Here deadly combinations of ground levels and columns await you. Be careful, it may take a higher jump than you think.

Fire Caves
Here you must jump between floating stones making certain you do not fall into the fire below. You may want to take an extra step before you leap between the stalagmites and stalagtites.

The Batons
Fast moving flaming batons await you. You must leap between them or certainly be incinerated! Watch your timing.

The Gems
While gems are thrown into the fire below, you attempt to jump from gem to gem. Careful now, one miscalculation and you may end up on the sacrificial alter!

The Walls
Massive walls of varying heights are all that separate you from freedom and defeating the "AZTEC CHALLENGE." Judge your leaps carefully as the crevices to your escape are narrow and treacherous.

If your opponent is not eliminated (or if you wish to compile a world record score) you may continue running the course since it continues through phase 99.

After the program has loaded into your computer, you will see the title. The title will stay on the screen for a few seconds and then, in the middle of the screen, these words will appear:

OPTION 1-PLAY
SELECT RESTART

Plug a joystick into port 1 and press the START key. You are now playing in the one player OPTION. Objects will begin to move in from the right of the screen. You must jump on top or over these objects, if you don't, you will explode into them and one of your four chances will be gone. If you wish to play a two player game, plug a second joystick into port 2 and press the OPTION key once. OPTION 2-PLAY will appear on the screen. Now press START and the challenge begins.

END OF GAME
When both contestants are eliminated, the game will be over and again these words will appear:

OPTION 1-PLAY
SELECT RESTART

Also, the scores of player 1 and player 2 will be displayed. If you wish to begin from phase 1 again press the START key. If you wish to continue from the phase you were currently playing press the SELECT key and the screen display will change from SELECT RESTART to SELECT CONTINUE. You may now continue your game from the last phase you have achieved by pressing the START key.

SCORING

You earn points by jumping.

HIGH jump	100 points
MEDIUM jump	50 points
LOW jump	10 points

BONUS POINTS
Every time you manage to complete a PHASE, you will get a bonus of 1000 points.

HIGH SCORE
The current high score is always posted at the bottom right hand corner of the screen. The high score will be constantly updated unless the SYSTEM RESET key is pressed; then the HIGH SCORE will be set to zero.

BONUS PLAYERS
For every 10,000 points that you manage to get, you will get one free player. The most players that you can have at one time is four including the one you are using. The number of players a contestant has is shown by small images appearing in the upper right hand corner of the screen.

SYSTEM RESET KEY
DO NOT PRESS THIS KEY with only 16K memory or the game must be reloaded from the beginning. This key, when pressed with over 16K memory will cause the HIGH SCORE to be reset to zero and the title display will appear.

THE OPTION KEY
If the game is in play and the OPTION key is pressed, the game will automatically end and display OPTION and SELECT on the screen.

THE START KEY
Whenever you press the START key on the computer console, the game will begin to play.

Whatever OPTION or SELECT that you had on the screen will be put into effect. You can start the game any time you wish.

After the program has loaded into your computer, you will see the title. The title will stay on the screen for a few seconds and then, in the middle of the screen, these words will appear:

OPTION 1-PLAY
SELECT RESTART

Plug a joystick into port 1 and press the START key. You are now playing in the one player OPTION. Objects will begin to move in from the right of the screen. You must jump on top or over these objects, if you don't, you will explode into them and one of your four chances will be gone. If you wish to play a two player game, plug a second joystick into port 2 and press the OPTION key once. OPTION 2-PLAY will appear on the screen. Now press START and the challenge begins.

END OF GAME
When both contestants are eliminated, the game will be over and again these words will appear:

OPTION 1-PLAY
SELECT RESTART

Also, the scores of player 1 and player 2 will be displayed. If you wish to begin from phase 1 again press the START key. If you wish to continue from the phase you were currently playing press the SELECT key and the screen display will change from SELECT RESTART to SELECT CONTINUE. You may now continue your game from the last phase you have achieved by pressing the START key.

SCORING

You earn points by jumping.

HIGH jump	100 points
MEDIUM jump	50 points
LOW jump	10 points

BONUS POINTS

Every time you manage to complete a PHASE, you will get a bonus of 1000 points.

HIGH SCORE

The current high score is always posted at the bottom right hand corner of the screen. The high score will be constantly updated unless the SYSTEM RESET key is pressed; then the HIGH SCORE will be set to zero.

BONUS PLAYERS

For every 10,000 points that you manage to get, you will get one free player. The most players that you can have at one time is four including the one you are using. The number of players a contestant has is shown by small images appearing in the upper right hand corner of the screen.

SYSTEM RESET KEY

DO NOT PRESS THIS KEY with only 16K memory or the game must be reloaded from the beginning. This key, when pressed with over 16K memory will cause the HIGH SCORE to be reset to zero and the title display will appear.

THE OPTION KEY

If the game is in play and the OPTION key is pressed, the game will automatically end and display OPTION and SELECT on the screen.

THE START KEY

Whenever you press the START key on the computer console, the game will begin to play.

Whatever OPTION or SELECT that you had on the screen will be put into effect. You can start the game any time you wish.

THE OPTION FEATURE

The OPTION feature is controlled by the OPTION key on the computer console. Whenever you see OPTION on the screen, either 1-PLAY or 2-PLAY will appear after it. By pressing the OPTION button, you can change the 1-PLAY to 2-PLAY.

> 1-PLAY means that one player, using a joystick plugged into controller jack number 1 will play.

> 2-PLAY means that two players, player 1 using a joystick plugged into jack 1 and player 2 using joystick plugged into jack 2 will play against each other.

THE SELECT FEATURE

The SELECT feature is controlled by the SELECT key on the computer console. Whenever you see SELECT on the screen, either RESTART or CONTINUE will appear after it. By pressing the SELECT button, you can change the RESTART to CONTINUE.

> RESTART means that the game will start over from PHASE 1.

> CONTINUE means that the game will continue from whatever PHASE you left off.

THE PAUSE FEATURE

If during the course of the game, you press any key (except the BREAK key) on the keyboard, the screen will turn white and the game will PAUSE. Pressing any key again will turn the screen back to its normal color; the game will wait a couple of seconds, then resume play.

Note: Your computer has an automatic protection device to prevent any damage to your TV set. Periodically, the screen may turn to subdued shades of color. Depressing the space bar will reset the normal colors automatically. No damage has occurred to your set, and continued play will not cause any problem.

THE DISPLAY

The SCORE is shown at the top of the screen.

The number of players the contestant has left are shown in the upper right hand corner as a group of little images.

The PHASE number for the player is shown in the lower left hand corner of the screen.

The HIGH SCORE is shown in the lower right hand corner of the screen.

VIC™ 20 PROGRAM

Important Note: The VIC 20 cassette program is located at the beginning of SIDE 2 (the side WITHOUT the label).

SYSTEM REQUIREMENTS

1.) The AZTEC CHALLENGE cassette.
2.) A VIC 20 computer with an 8K or 16K RAM expander. (13K minimum memory).
3.) A VIC cassette player or other compatible cassette device.
4.) A joystick controller.

LOADING THE PROGRAM

1.) Turn off the VIC 20 computer and connect the cassette unit to the connector in back of the VIC™ 20. Have the cassette player as far removed from the TV as possible.

2.) Plug your 8K or 16K expansion RAM into the expansion connector.

3.) Plug the joystick into the joystick port on the right side of the computer.

4.) Turn on the computer.

5.) Place your AZTEC CHALLENGE cassette into the player, with SIDE 2 up (the side without the label), and rewind it all the way. Then press STOP on the cassette player.

6.) Type the following line on the keyboard:
POKE 44,22:POKE5632,0:NEW
Then press the RETURN key. Now type:
LOAD
and press RETURN. The computer will tell you to PRESS PLAY ON TAPE. Do so.

7.) The computer will print SEARCHING and then when it finds the program it will print FOUND AZT and LOADING. The loading process will take about three minutes.

8.) After loading is complete the computer will say READY.

9.) To run the program, type RUN and press RETURN.

10.) If the computer fails to find the program or you experience any other difficulty, turn the computer off, and begin the steps again at step number 4.

11.) After the program is loaded and the computer says READY, rewind your cassette and remove it from your cassette player for safekeeping. Then make sure no buttons on the cassette player are pressed down. **If any of the cassette buttons are still pressed when you begin to play the game, the joystick will not function. This is a very important point.**

USING THE JOYSTICK CONTROLLER

The joystick must be plugged into the jack on the right side of the VIC ™ 20. Hold the joystick so that the red button is on the side nearest the TV set. To make your player jump, press the red button. The direction the joystick is pushed when you press the button will determine how high the player will jump.

When the joystick is pushed forward (towards the TV set) and the button is pressed, a high jump will result.

When the joystick is not moved in any direction and the red button is pressed, a medium jump will result.

When the joystick is pulled backwards (away from the TV set) and the red button is pressed, a low jump will result.

PLAYING AZTEC CHALLENGE FOR THE FIRST TIME

You begin with:

The Grounds

Various ground levels and cliffs start you off. You may build up extra points here by jumping higher but be careful not to lose your timing and land against a wall.

Rocks
An avalanche of black boulders come your way. Most of them are easy to avoid, but when three or four come close together, watch out.

Gold
Molten drops of precious gold fall from the sky. They may look pretty but to touch them is fatal!

Stakes
Sharpened stakes now bar your way. How high you jump is very important here. If you lose only 1 or 2 spare men here you are doing well.

Fire Caves
And now the toughest test of all, leap lightly between rocky slabs to avoid falling into the fire below. Your timing must be almost superhuman to avoid a flaming death.

For those few brave souls who live through the first five tests, the action begins again, but this time the challenger must run faster. Each time you survive a group of five levels the action speeds up until the pace is dizzying and deadly.

SCORING

You earn points by jumping.

HIGH jump	100 points
MEDIUM jump	50 points
LOW jump	10 points

Your current score will be displayed in the upper left corner of the screen.

HIGH SCORE
The highest score that has been achieved since the program was RUN displays at the bottom right side of the screen. If the computer is turned off, or if the run/stop button is pressed and the program is RUN again, the high score will be reset to zero.

SPARE PLAYERS

When play begins you have three spare players (spare men) up in the right hand corner of the screen. When your man runs into an obstacle or otherwise gets killed, one of the spares is used to take his place. If no spares are left when your man gets killed, the game is over.

END OF GAME

When all your men are eliminated, the game will be over and you will be given the following options:

F1 — RESTART
F3 — CONTINUE

The F1 and F3 refer to the top two function keys at the right of your VIC™ 20 keyboard. If you press F1, the game begins again at the lowest level of play. If you press F3, the game will begin at the same level you were playing when your last man was killed. F3 is good to use when you want to keep practicing at a particular level.

T.I.® 99/4 & 99/4A™ PROGRAM

Important Note: The Texas Instruments® cassette program is located on SIDE 2 (the side WITHOUT the label) following the VIC™ 20 program. Make certain that the cassette is completely rewound on SIDE 2 and press the reset counter button to "000." Press "fast forward" until the counter reads "065." (The VIC™ 20 program ends at "060" and T.I.® begins at "070"). At this position you should hear no sound when playing the recorder. If you hear a steady buzzing static sound, you are still in the VIC™ 20 program and must advance the cassette further. If you hear intermittent pulsing static bursts, you are already in the T.I.® program and must rewind. Since some cassette recorders counters vary, you should make a note of the reading that works best for your machine.

If you still experience difficulty in finding the T.I.® program, rewind Side 2 (side without label) and reset index counter to "000." Fast forward the cassette tape until it stops. Read the index counter number and divide it by 2. If you now rewind the cassette until the counter reaches "000" and then advance "fast forward" the cassette until the counter registers one-half of the total counter number mentioned above, you will be at the beginning of the T.I.® program. For future reference, make a note of this counter number for your recorder.

On the diskette format, the program is located on SIDE 2 (the side WITHOUT the label).

SYSTEM REQUIREMENTS
1.) The AZTEC CHALLENGE cassette or diskette.
2.) T.I.® 99/4 or 99/4A™ microcomputer.
3.) T.I.® Extended BASIC command module.
4.) Cassette recorder or diskette drive.
5.) Optional joystick (game may be played without it).

LOADING THE PROGRAM
AZTEC CHALLENGE is a program written in T.I.® Extended BASIC, it does not require any memory expansion.
   1.) Turn off the T.I.® 99/4 or 99/4A™ computer.

2.) Attach and turn on your television set or color monitor.

3.) Plug in the T.I.® Extended BASIC command module.

4.) Turn on the computer. You will hear a tone and the words "TEXAS INSTRU-MENTS HOME COMPUTER" will display. If you don't hear the tone, make sure the volume is turned up high enough on the TV or monitor.

5.) Press any key. You will hear another tone and a screen will display asking you to press 1 for T.I.® BASIC or 2 for T.I.® EXTENDED BASIC.

6.) AZTEC CHALLENGE is written in extended basic, so press "2." In a moment you will hear a tone and the screen will display "* READY *".

7.) Hook up the cassette recorder to the computer. The large end of the cord plugs into the back of the computer on the right side. The plug with the white wire goes into the earplug socket on your cassette recorder. None of the other plugs need be attached to anything.

8.) Put the AZTEC CHALLENGE cassette into the recorder. The T.I.® program is on SIDE 2 of the cassette (the side without the label). following the VIC™ 20 program.

9.) Type
OLD CS1
IN ALL CAPITAL LETTERS and then press the key marked "ENTER."

10.) The screen will display "* REWIND CASSETTE TAPE CS1 THEN PRESS ENTER" **Important Note:** If you have not already pre-positioned the cassette to "065," rewind the cassette tape, press the tape counter reset button until the counter reads "000." Now advance the tape using "Fast Forward" until the counter reads "065." (This positions the tape between the VIC™ 20 and T.I.® programs). "THEN PRESS ENTER".

11.) The screen will display "* PRESS CASSETTE PLAY THEN PRESS ENTER", do so. **Important Note:** At this point you should hear no sound for a few seconds followed by a single tone prior to the actual loading. If you hear a steady buzzing static sound, you are still in the VIC™ 20 program and must advance the cassette further. If you hear intermittent pulsing static bursts you are already in the T.I.® program and must rewind.

12.) The screen will display "* READING". The program is now loading into the computer. After a while you will hear a pulsing buzzing sound coming out of the TV or monitor, this will go on for about two minutes.

13.) When the program has been loaded into the computer the screen will display "* DATA OK" and then "* PRESS CASSETTE STOP THEN PRESS ENTER", do this.

14.) The screen will then display a "▶" in the lower left corner, type "RUN" and then press the key marked "ENTER". After about 5 seconds the screen will turn red and the words "AZTEC CHALLENGE" will appear on the screen.

15.) The game is now loaded into the computer and ready to play. You should rewind the cassette and put it back into the box. (Do not place the cassette on the computer or TV as their electrical fields may damage the program recording.)

DISKETTE VERSION

1.) Turn off the T.I.® 99/4 or 99/4A™ computer. Make sure the disk drive and TV or monitor is turned on and connected to the computer. Insert the AZTEC CHALLENGE diskette. The T.I.® program is on SIDE 2. (The side WITHOUT the label.) Close the disk drive door.

2.) Insert the EXTENDED BASIC COMMAND MODULE into the computer.

3.) Turn on the computer. You will hear a tone and the screen will display "TEXAS INSTRUMENTS HOME COMPUTER".

4.) Press any key. You will hear another tone and the screen will display asking you to press 1 for T.I.® BASIC and 2 for T.I.® EXTENDED BASIC.

5.) AZTEC CHALLENGE is written in T.I.® EXTENDED BASIC so press 2.

6.) The red light on the disk drive will come on and the program will load into the computer and run automatically.

CONTROLLING THE PLAYER

AZTEC CHALLENGE has been written so that it can be played with or without the joystick controllers.

CONTROLLING THE MAN USING THE JOYSTICK

Important Note: If the Alpha lock key is depressed then the joysticks will not control the man properly. If the man will not make a high jump it means that the key is depressed. The Alpha lock key works like the button on top of a ball point pen,

press it once and it moves to a low position, press it again and it comes up to a higher position. Therefore, if you are having trouble controlling the man, press the Alpha lock key once.

Hold the joystick controller with the red button toward your television or monitor.

when the joystick is pushed forward (towards the TV set) and the red button is pressed, a high jump will result.

When the joystick is not moved in any direction and the red button is pressed, a medium height jump will result.

When the joystick is pushed backwards (away from the TV set) and the red button is pressed, a low jump will result.

If you are playing the game by yourself, then only joystick number one can control the player.

If you are playing the game with an opponent, then you and your opponent will each hold a joystick. When it is your turn, only your joystick will control the man and the same goes for your opponent when it is his turn.

CONTROLLING THE PLAYER WITHOUT A JOYSTICK

If you are playing the game by yourself, the man is controlled using the keys marked "2," "3" and "4." Pressing "2" will cause the man to make a low jump. Pressing "3" will result in a medium height jump. Pressing "4" will cause him to make a high jump.

If you are playing with an opponent, then you will be taking turns controlling the man. When it is player number 1's turn, he controls the man using keys 2, 3 and 4 just as described above. When it is player number 2's turn, he controls the man using keys 7, 8 and 9. 7 corresponds to 2, 8 to 3 and 9 to 4.

PLAYING AZTEC CHALLENGE FOR THE FIRST TIME

The course is made up of five phases with increasing levels of difficulty. You may compete on the course alone or against an opponent in which case, should you both complete the course, the judges will spare the life of the contestant with the highest score. The higher and further you jump the more points the judges award.

There are five different difficulty levels at which the game can be played. The difficulty levels represent different times of the day. Difficulty level 1 is morning, the sky is blue and the scene is bright. Difficulty level 2 is played under the intense heat of a tropical sun. Difficulty level 3 is dusk, displaying beautiful reds and oranges. Difficulty level 4 is nighttime, but the moon is out and reflecting off of the "Mestaba." At this level parts of the screen are dark and it is not possible to see the obstacles. Fortunately, a brief flash of light from a nearby ceremony gives you a glimpse of the obstacles before each set. At difficulty level 5, the moon has gone down and none of the obstacles are visible, except for brief flashes of lightning during the level.

You begin with:
The Grounds
Various ground levels and platforms start you off. You may build extra points here by jumping higher, but be careful not to loose your timing and land against a wall.

The Columns
Different heights of columns bar your path. Jump as high as you like to score points, but watch your head.

The Giant Scorpions
Avoid the deadly scorpions. You may jump off of their backs and sometimes even sneak past them, but don't get caught or stung!

The Spears
Dodge the spears being thrown at you from behind. The red one is covered with a deadly poison that will kill you if you touch it.

The Crossfire
Try to avoid getting hit by spears coming from ahead and behind. Again the red spear is covered with deadly poison.

After the program has been loaded into the computer and starts running, you will see the title. The title will stay on the screen for a few seconds and then, the following question "ONE OR TWO PLAYERS?" will display on the screen. If you press "2" then two scores will be kept and you will be allowed to take turns with another player. If you press "1" then only one score will be kept. then the question "DIFFICULTY LEVEL (1-5)?" will display. Press any of the keys from "1" through "5" to select the difficulty of the game. "1" is the easiest and "5" is the most difficult. Once you have answered this last question, the game will start. A scene will be painted on the screen. You will see a "Mestaba" or pyramid in the background and some other objects will appear on the screen. A man will appear at the left side of the screen and he will start running. By using the joystick or pressing the keys "2" through "4" or "7" through "9" if you are player number two, you must make the man jump over the obstacles that he encounters. If you don't succeed, you will hear a crash and one of your five men will be gone. You can tell how many men you have left at any time by looking at the upper right hand corner of the screen.

When all five men are "dead," you will be asked if you wish to continue the game. If you answer by pressing "Y" then the game will continue where you left off (except that your score will again be zero and there will be five more men displayed in the upper right hand corner of the screen to indicate that you have five more chances.)

SCORING
You earn points by jumping.

High jump	100 points
Medium jump	50 points
Low jump	10 points

BONUS POINTS
Every time you manage to complete a PHASE, you will get a bonus of 500 points.

HIGH SCORE
The current high score is always posted at the bottom right hand corner of the screen. The high score will be constantly updated unless the program is re-loaded from the tape or stopped and the "RUN" command is entered. In these cases the high score will be reset to zero.

BONUS PLAYERS
For every 2000 points that you manage to get, you will get one free player. Bonus players are only awarded when you are playing by yourself. When a Bonus player is awarded, you will hear a tone while the screen is being cleared. The number of players a contestant has is shown by small images appearing in the upper right hand corner of the screen.

THE DISPLAY
The SCORE is shown at the top left corner of the screen. It is updated after each screen is cleared.

The number of players the contestant has left are shown in the upper right hand corner as group of little images.

The PHASE number is shown in the lower left hand corner of the screen.

The HIGH SCORE is shown in the lower right hand corner of the screen.

IF YOU CANNOT LOAD THE PROGRAM

1.) Check your equipment carefully to be sure that all cables and connections are correct and tightly inserted.

2.) Re-read the section in the manual about loading machine code programs from cassette tape and diskette. Try to load again.

3.) If you can adjust the volume and tone settings on your recorder, try different settings.

4.) If possible, load another program from a tape or diskette you know works on your computer. This will prove that your equipment works. Try once more to load your game.

5.) The normal reason cassette tapes will not load is tape recorder head mis-alignment. Your computer may be able to save and load programs on its own recorder, but be unable to load tapes made on a different recorder for this reason. Be sure that your tape recorder heads are properly aligned. Your local computer store or dealer can help with this.

6.) If the program still cannot be loaded, send the cassette or diskette, with a description of the problem (what the computer displays on the screen, if anything, when you try to load the cassette or dikette or play the game) and what you did to try to correct the problem.

Defective cassettes or diskettes will be replaced at no charge.

WARRANTY
This article will be replaced if found to be defective in material and/or workman-ship within 90 days of purchase. This shall constitute the sole remedy of purchaser and the sole liability of manufacturer. To the extent permitted by law, the foregoing is exclusive and in lieu of all other warranties or representations whether expressed or implied, including any implied warranty of merchantability or fitness. In no event shall manufacturer be liable for special or consequential damages.

PROGRAMMER BIOGRAPHY – Robert T. Bonifacio

Robert is a very busy 17 year old. While completing high school in Southern California, he has been taking some college courses, working at a fast food chain and programming in his "spare" time! His game design skills are obvious. Aztec Challenge was created on a $600.00 home computer and cassette recorder. That's right . . . no disk drive, no printer, no macro-assemblers, etc., etc. Very encouraging for other young hopefuls. Since he's been working with COSMI (and a more complete hardware set up!) we can hardly wait to see and play his newest game "MELTDOWN."

COSMI